

Subject: : AmigaOS4

Topic: : Interested in learning OpenGL ES 2 or Warp3D Nova?

Re: Interested in learning OpenGL ES 2 or Warp3D Nova?

Author: : MickJT

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URL:

Yeah but I thought I could try porting some stuff despite the fact I wouldn't personally be able to run it. I'll probably get a better video card eventually :)

I'd want one that I could still run existing Warp3D games on my Sam-Flex.

I don't know enough about the different Warp3Ds, so perhaps I can't have it both ways and all existing games need to be re-ported? For example xmoto and Neverball. And would they need source changes? I assume if it worked with MiniGL, then you simply recompile. Would you need two binaries, one for older cards? (i.e 9250).